

COOL GIFTS! LEGO® MINIFIGURE + Z-BLOB



DREAMZZZ™

**BRAND-NEW
MAGAZINE!**

**2 AWESOME
LEGO® TOYS!**



**MATEO +
Z-BLOB ROBO!**

18

**MEGA
LEGO®
PRIZES!**



TIME FOR HEROES!

**HELP MATEO & IZZIE DEFEAT
THE NIGHTMARE KING**

**THE SECRETS OF
THE NIGHT BUREAU!**

IMMEDIATE
MEDIA

ISSUE 1 £4.50



9 772755 294003 01>

**EPIC
POSTERS!**



Warning!
Choking hazard.
Small parts.



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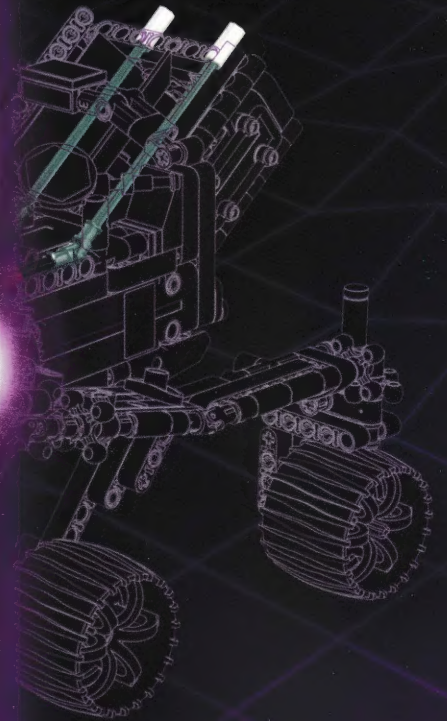
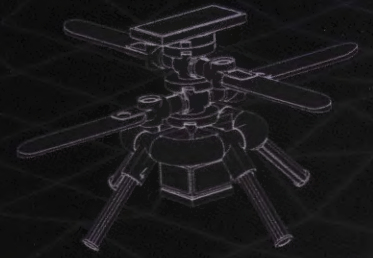
MADE FOR NEXT LEVEL BUILDERS



BUILD FOR REAL

LEGO **TECHNIC**

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42158



WAKE UP!

THE DREAM WORLD IS BEING THREATENED BY DESPICABLE NIGHTMARES. GET READY FOR EXCITING COMICS, CHALLENGING PUZZLES AND FRESH FACTS. LET'S DO IT!

FIND OUT ABOUT THESE DREAM WORLD VILLAINS!

INSIDE:

- 4 Comic part 1
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GET IN TOUCH

Have any questions, requests or suggestions? Then write to us - we would love to hear from you!

LEGO DREAMZzz magazine, Immediate Media, Vineyard House, 44 Brook Green, London W6 7BT

Or email us at LEGO.DREAMZzz@immediate.co.uk

HAD A BAD DREAM?

These Dream Bridges do not lead to other Dream Realms, they lead to sections of this magazine. Find out which pages are seen below and enter the correct page numbers.

DREAM BRIDGE B:

DREAM BRIDGE C:

DREAM BRIDGE A:

ANSWER: A = 25, B = 22, C = 31

DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your LEGO® bricks in a creative way. Unlock the power of your imagination and stop the nightmares!

IN THE COMIC ON THE NEXT PAGE, THE DREAM CHASERS GET A RUDE AWAKENING.

BRAVE ENOUGH?

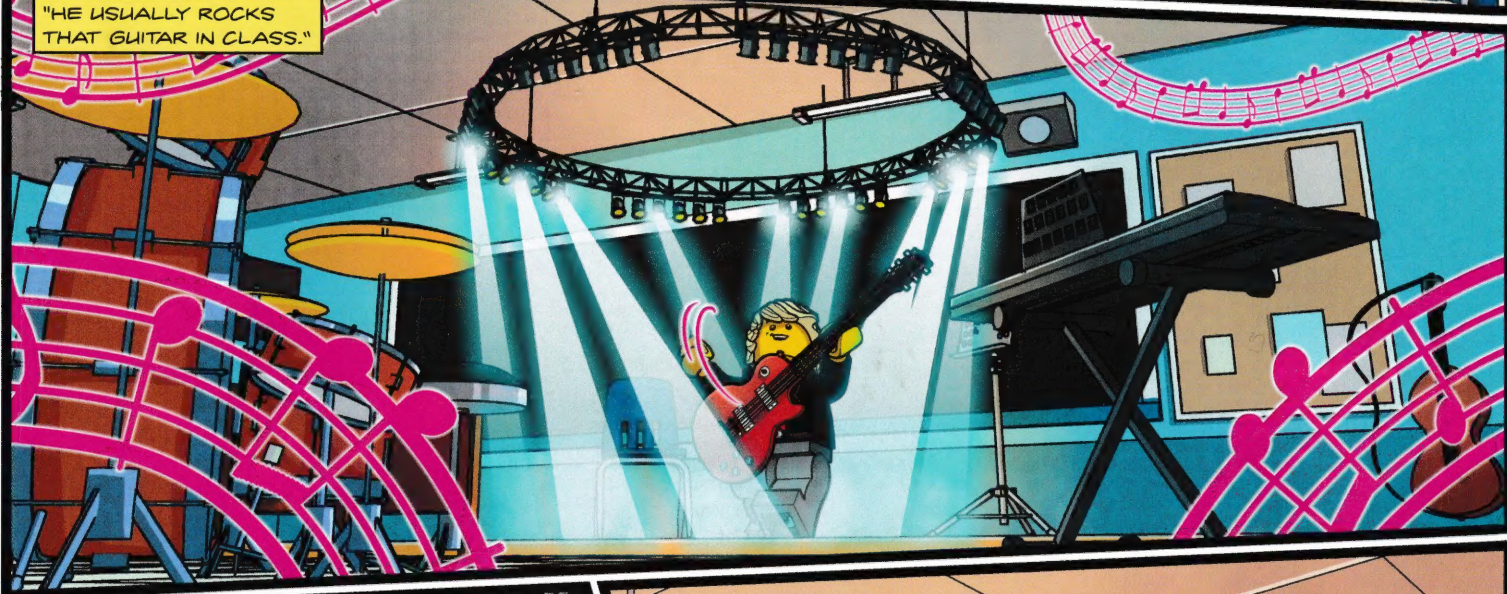
SYMPHONY OF THE NIGHTMARE!

IN THE NORMAL WAKING WORLD, THE DREAM CHASERS ARE SURVIVING YET ANOTHER HECTIC AND NOISY MUSIC CLASS.

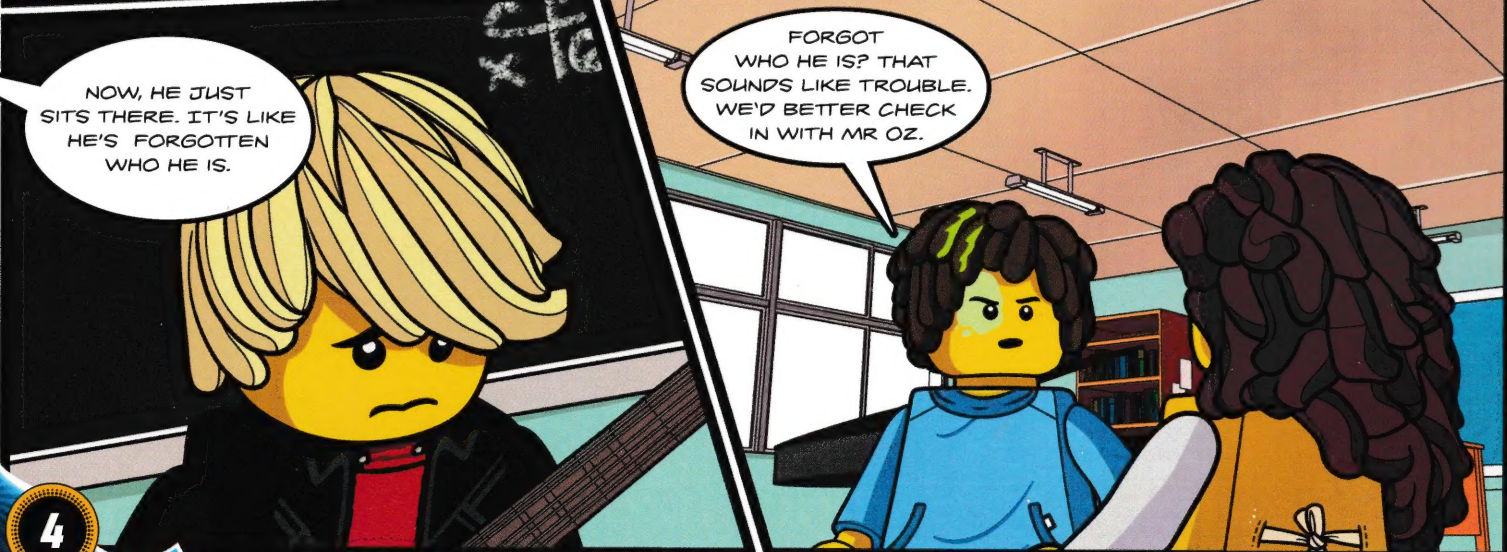


Author: Jan Dinter, Script: Gary Chudleigh
Illustrations: InkBubble Studios
(Pencils & Ink: Virgilio D'Ambrosio, Colours: Marco Pelandra)

"HE USUALLY ROCKS THAT GUITAR IN CLASS."



NOW, HE JUST SITS THERE. IT'S LIKE HE'S FORGOTTEN WHO HE IS.



LATER, AT THE NIGHT BUREAU.

HOW CAN I HELP YOU TWO?

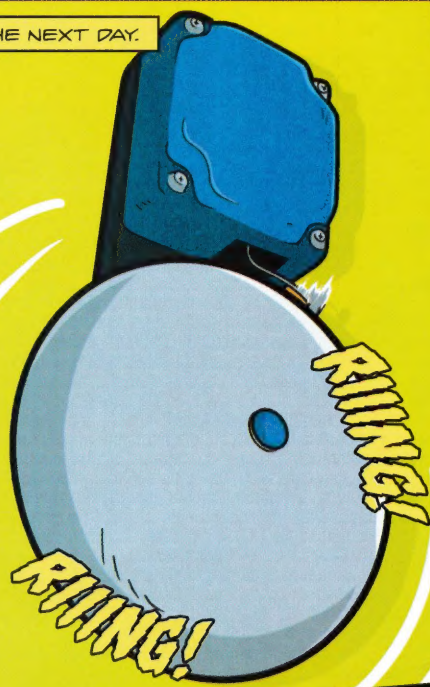
IT'S OUR FRIEND AT SCHOOL. HE'S A MUSICAL GENIUS AND BARELY STRUMS HIS GUITAR ANYMORE.

YEAH, HE'S GONE FROM BEING THE LIFE OF THE PARTY TO MOHRNING HIS DOG. COULD IT BE TO DO WITH THE NIGHTMARE KING?

YES. THOSE WHO HAVE HAD THEIR TALENTS STOLEN BY THE NIGHTMARE KING OFTEN FORGET WHO THEY ARE.

HE MAY JUST BE GOING THROUGH A SAD SPELL, BUT IT'S WORTH INVESTIGATING. GO TO HIS DREAM WORLD AND SEE WHAT'S GOING ON.

THE NEXT DAY.



ARE YOU SURE THIS IS OKAY, GUYS? TO FOLLOW HIM HOME?

IT'S OUR ONLY SHOT TO HELP HIM.

JUST ACT NATURAL, EVERYONE. WE'RE JUST GOING FOR A WALK.

SO, GUYS, HOW ABOUT THOSE TRAINS?

TALKING ABOUT TRAINS ISN'T NATURAL!

YEAH, IT IS!

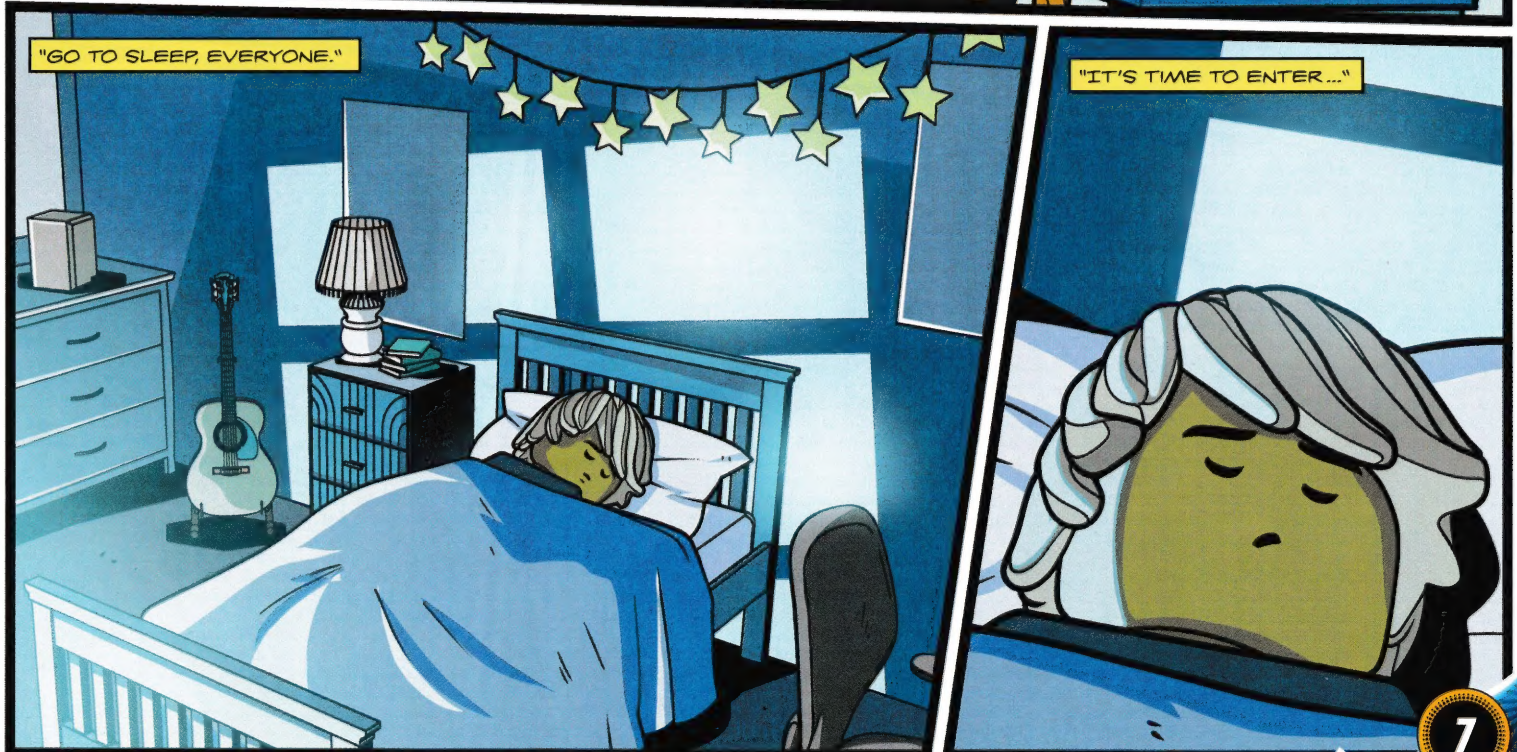
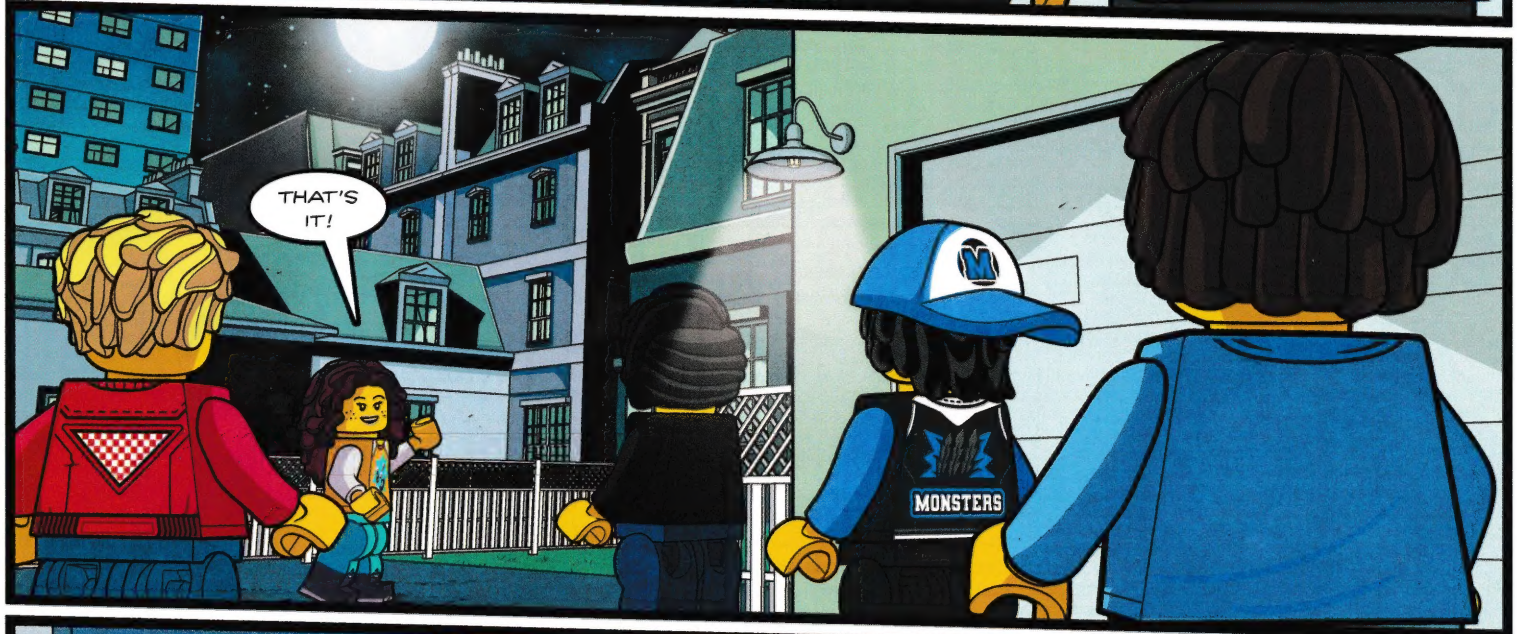
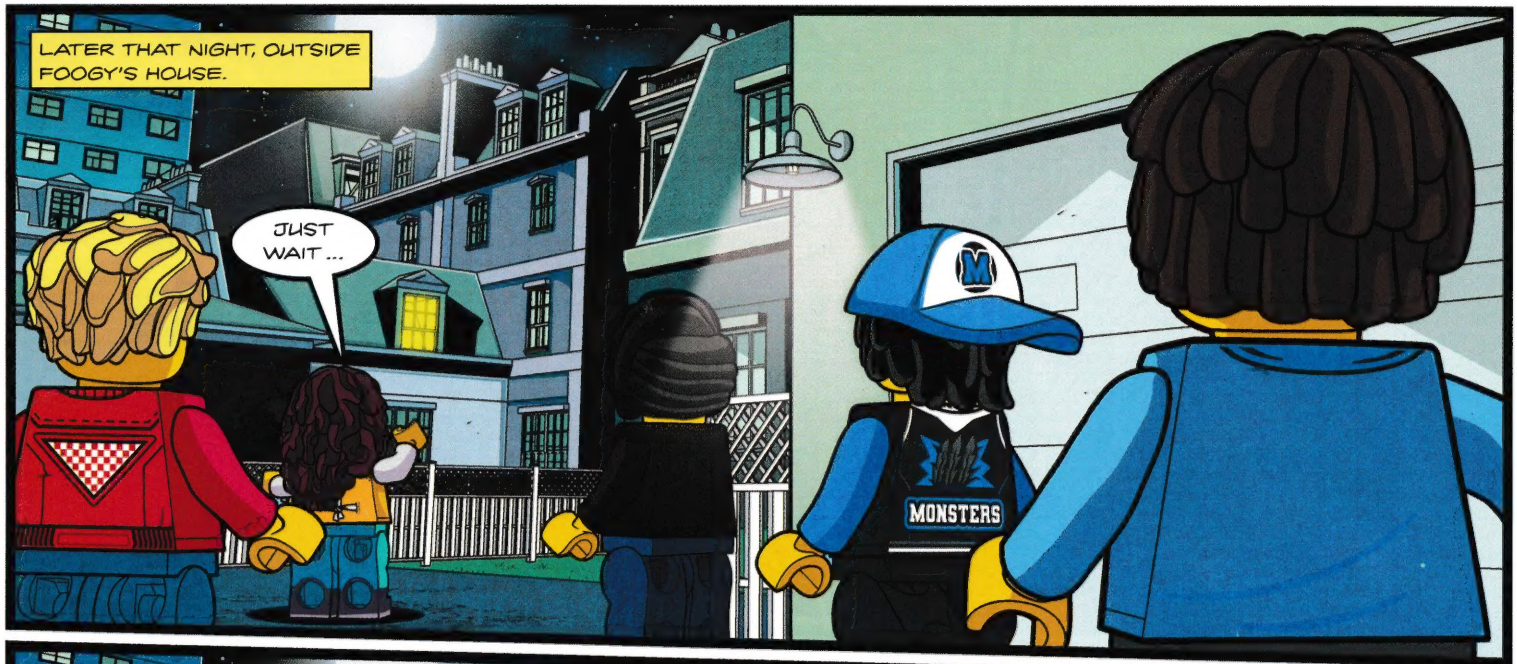
CAN I HELP YOU GUYS?

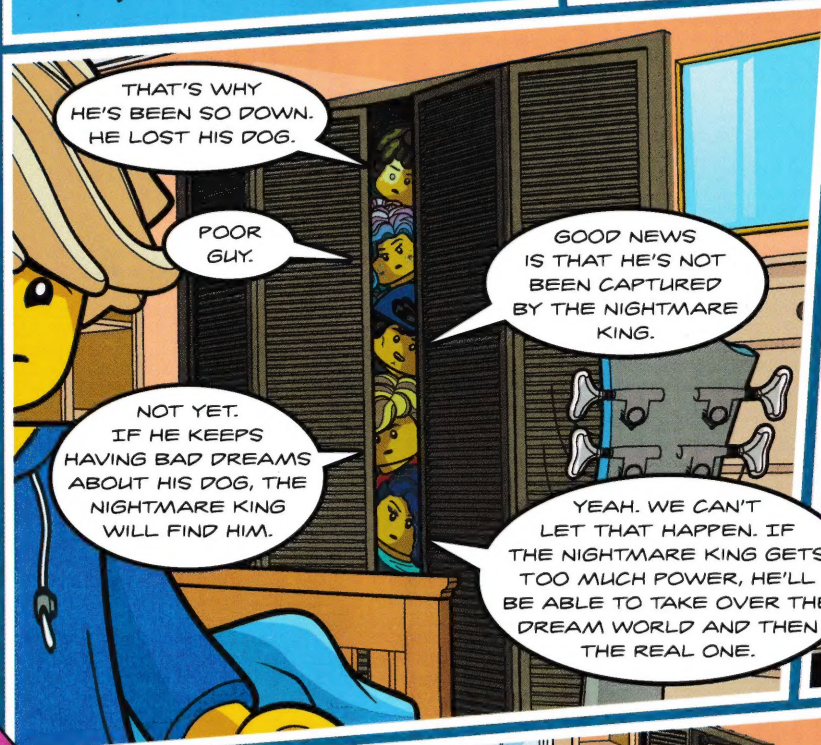
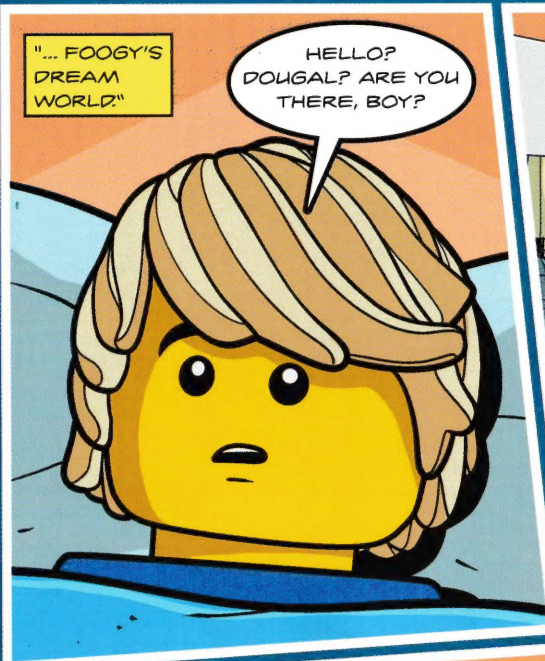
US? NO! WE'RE JUST SHOOTING THE BREEZE.

WHAT DOES SHOOTING THE BREEZE MEAN?

IT MEANS, YOU KNOW, HANGING AROUND THAT'S WHAT MY DAD SAYS!

THEY'RE WEIRD.





Now it's your turn to activate your **creativity** and invent your very own **dream creature**. Grab your pens, crayons, stickers or whatever you can find and **dream big!**

YOUR OWN DREAM CREATURE!



INVENT
ME A CREATURE
TO GO ON AN
ADVENTURE
WITH!

NAME:

POWERS:

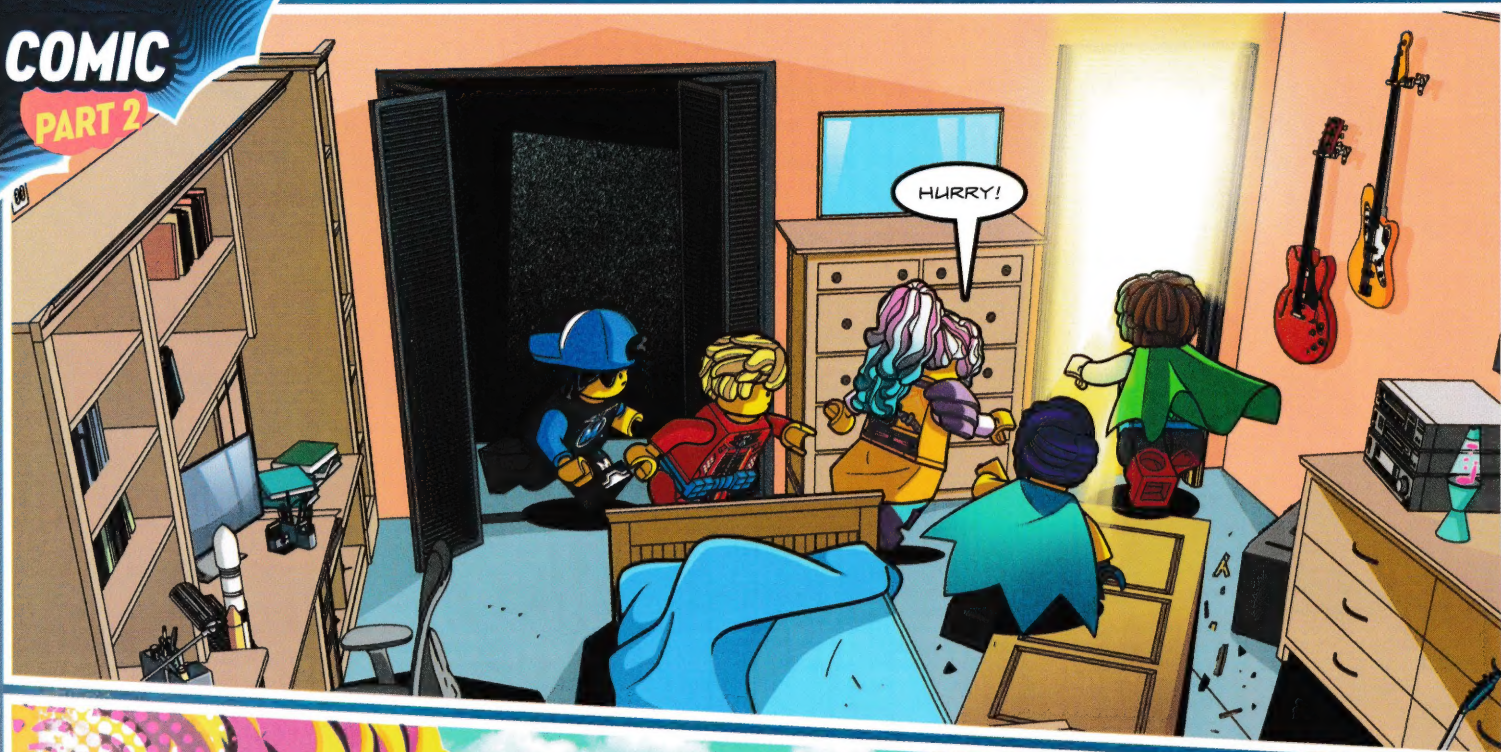
INVENTED BY:

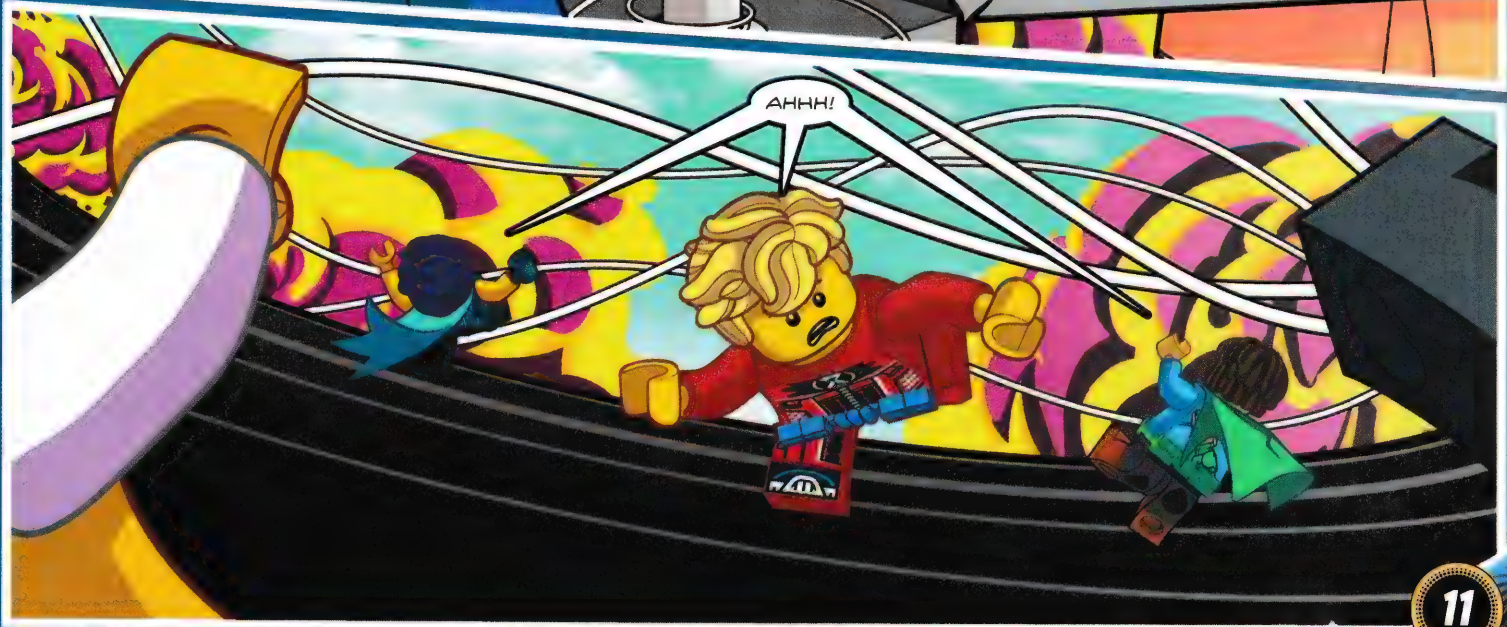


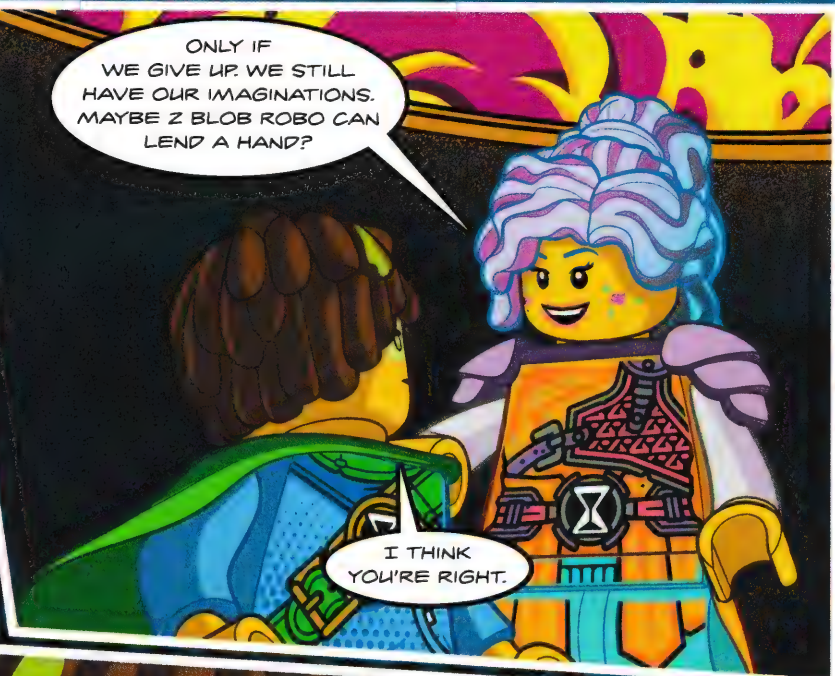
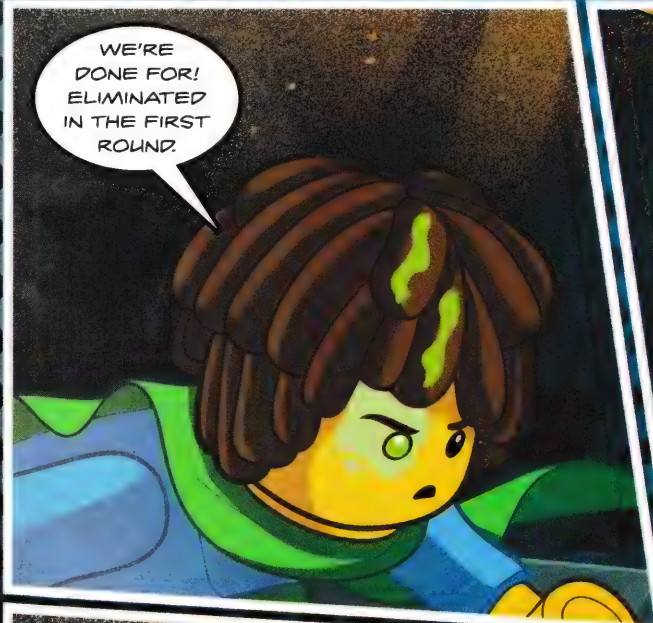
DREAM CRAFT

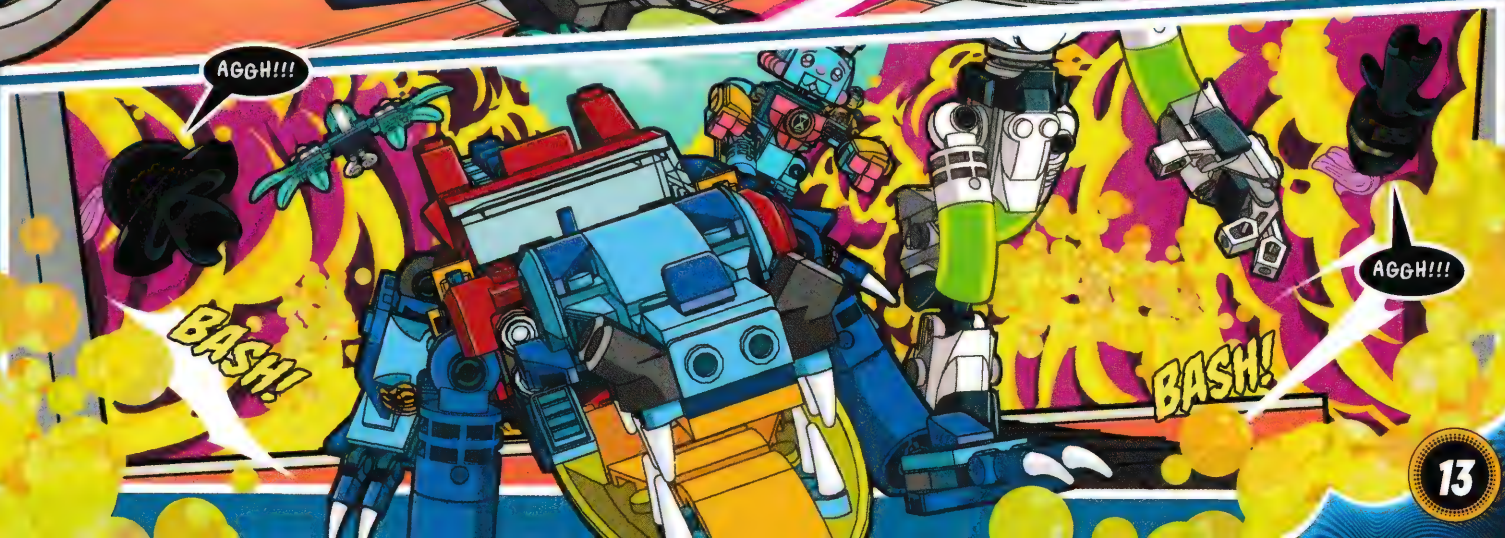
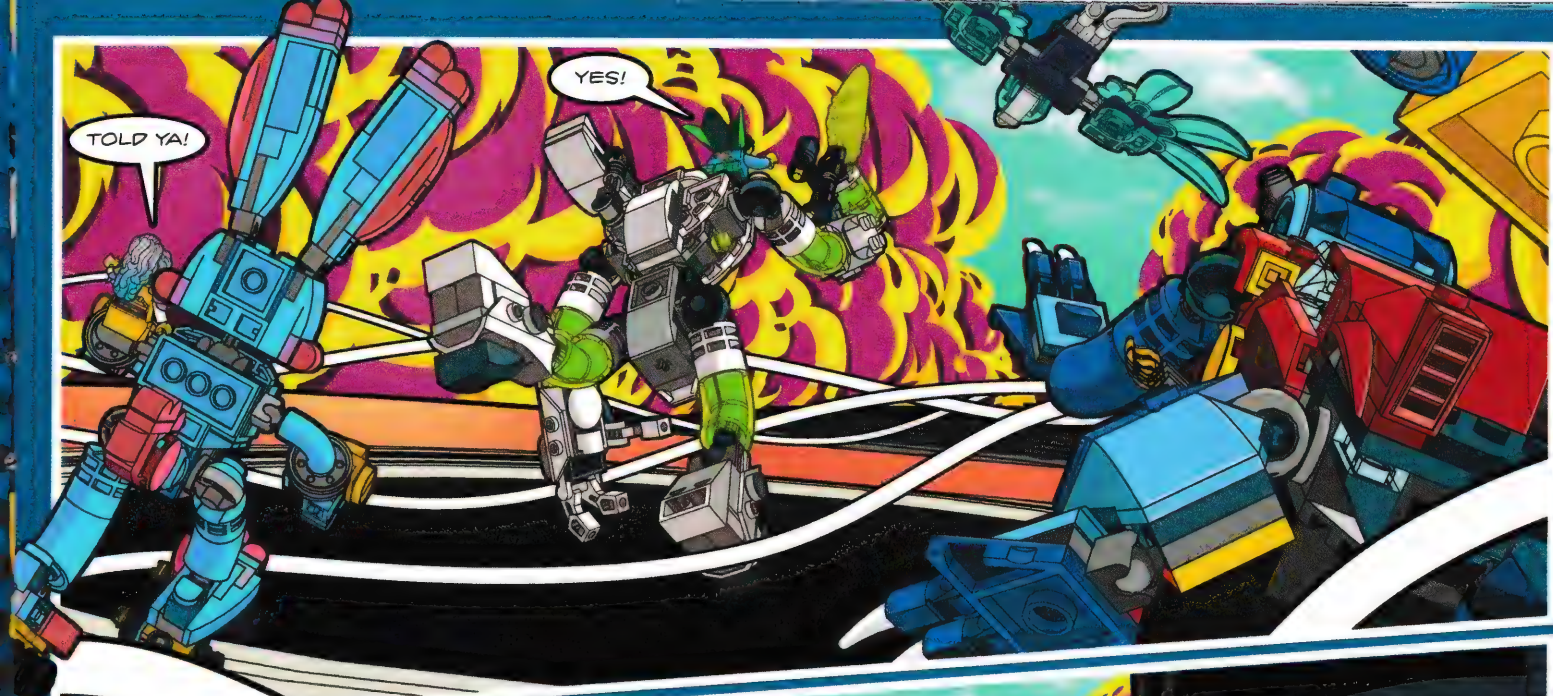
Like your creature?
Get your **LEGO®**
bricks and build it.



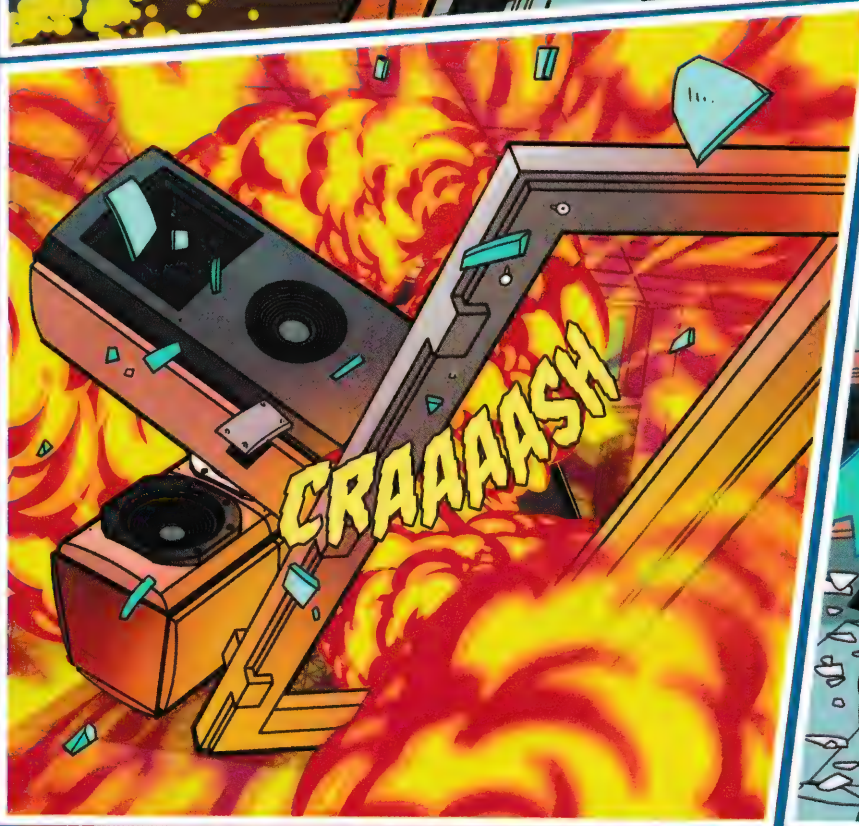












THE NEXT DAY IN THE
WAKING WORLD.

ROCK ON!

GOOD TO
HAVE YOU BACK,
FOOGY!

PUZZLE

PUZZLE!

The **Night Hunter** is angry because he couldn't catch the dream chasers. In his rage he tore **10 pieces** out of their picture. Help our heroes by writing the **number** of each missing piece into the **correct hole**!

IN THE
NAME OF THE
NIGHTMARE KING,
I WILL FIND
YOU!



Answers on page 34.

MISSION:

Some **Night Terrors** are lurking on this page. **How many are there?** Find them all and enter the **total** here: _____

21

HERE COME MATEO &

GET TO KNOW MATEO!

Mateo loves to spend all his time drawing comics. Sometimes it even gets him in trouble at school. His greatest creation is his pal Z-Blob - a drawing who came to life. The two of them become Super Heroes in the Dream World. With their pencils, their imagination and their friends, they defend the Dream World by battling the nightmares. (Find out more on page 29.)

LET'S GO,
Z-BLOB.
ROBO-MODE
ACTIVATED!

SUPER!

DREAM CRAFT

Grab your LEGO® bricks and make your very own dream pal. Then use some crayons or pens to colour in Mateo and Z-Blob.

Z-BLOB!

**FIND OUT
ABOUT THE
COOLEST DUO
IN THE DREAM WORLD!**

NEXT STOP, THE
REALM OF ENDLESS
SUMMER HOLIDAYS!

GRIN!

YOU CAN COUNT ON Z-BLOB!

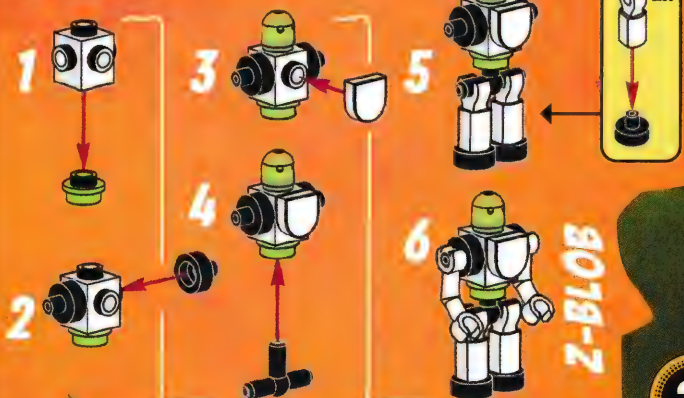
Thanks to the power of Mateo's creativity, Z-Blob can transform into anything imaginable. In the blink of an eye, he changes from a little green blob into a cool drone or even a mighty mech! This ability comes in handy for Mateo and his sidekick on their adventures in the Dream World.

FACT!

Z-Blob is the only dream creature who can move between the Dream World and the Waking World.

ASSEMBLY:

MATEO



Z-BLOB

ACTION

VILLAINS fear the CROCODILE CAR!

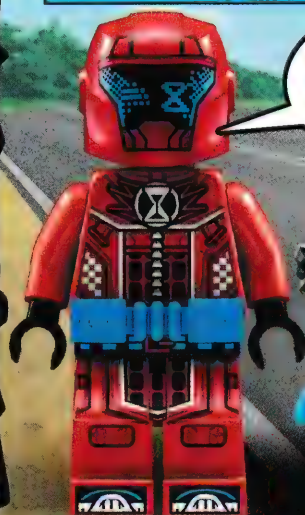
Cooper and Logan want to give their red off-roader a spin. But evil lurks at the race course Dream Realm!

1 A DREAM CAR!

Cooper has DreamCrafted a super-fast off-roader in his favourite colour red. Logan can hardly wait for the two of them to give it a test drive.

FACT

The crocodile off-roader is built for speed!



HEY, LOGAN! WHAT DO YOU THINK OF MY COOL RACING MACHINE?



NOT BAD, COOPER! HOW 'BOUT WE TRY IT OUT?



2 OH NO - NIGHTMARES!

The Night Hunter and his loyal GrimSpawns are speeding through the race course Dream Realm on their motorbikes. They are looking for dreaming children and... oh no - they've got a bit of a problem. Logan and Cooper - do something!

HELP! TAKE ME BACK TO THE 'NO MORE HOMEWORK' REALM!

HAR HAR HAR! ANOTHER DREAMER FOR OUR NIGHTMARE KING!

HEHEHE! WELL DONE!

DID YOU HEAR? WE HAVE TO RESCUE THAT DREAMER - WITH DREAMCRAFT!

FACT

Look out for the razorsharp teeth below the handlebars. They bite!

3

OPEN WIDE, CROCODILE!

Cooper has used his DreamCraftering skills to cross his speedster with a hungry crocodile. It's the perfect way to scare off villains! The crocodile's loud roar knocks them from their motorbikes and sets the dreamer free!

ROARR!

NOW
THAT'S A
HEALTHY PAIR
OF LUNGS!

WAY TO
DREAMCRAFT,
COOP!

I'M
OUTTA
HERE!

UAAAAH!

FACT

Cooper's Croc
Car never gets
stuck in traffic!

FACT

This car helps
rid the Dream
World of villains!

4

SWEPT AWAY!

Snowplough mode
activated. With the help
of the heavy duty turbines at
the rear and the reinforced plough
on the crocodile car's motor,
Cooper rescues the dreaming
child and sends the villains back
where they came from!

BACK TO THE
GRIM REALM!

A DREAM
COME TRUE!

NOW
WE'LL PLOUGH
YOU AWAY!

DREAM CRAFT

Use your LEGO® bricks
to create your own
anti-villain machine.

GAME

GAME
FOR 2!

Mateo and Z-Blob want to see who can reach the candy island faster. Find a friend to compete against in this game for two and see who grabs all the goodies first!

Z-BLOB,
THERE'S NO WAY
YOU'RE FASTER
THAN ME!

RACE TO CANDY

THIS DOOR TAKES YOU TO THE NEAREST DREAM REALM OF YOUR OPPONENT.

THIS DOOR TAKES YOU BACK TO THE START.

FINISH

THIS DOOR TAKES YOU TO THE NEAREST DREAM REALM.

START
MATEO

THE REALM!

YOU NEED:

- One dice
- One LEGO® Minifigure per player
- A friend

HOW TO PLAY:

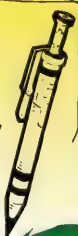
Decide which player is Mateo and which of you is Z-Blob. The younger player starts.

1. Take turns rolling the die and moving the corresponding number of spaces.
2. The Dream Realm doors transport you to other places on the board.
3. You must roll the exact number to reach the finish. If the number you roll is too high, you must stay where you are and wait for your next turn.
4. The first player to reach the finish wins.

THIS DOOR TAKES YOU TO THE NEAREST DREAM REALM.

FACT

The Dream World is made up of various island-like Dream Realms. Dreamers create these realms in their imagination – but they don't know they are dreaming. Unless of course they are Dream Chasers...



START
Z-BLOB

GRRRRR!

THIS DOOR TAKES YOU TO THE NEAREST DREAM REALM OF YOUR OPPONENT.

THIS DOOR TAKES YOU BACK TO THE START.

THE CANDY REALM

The Candy Realm is where dreamers have fantastical food-related dreams. Anything delicious you can dream up can be found here.

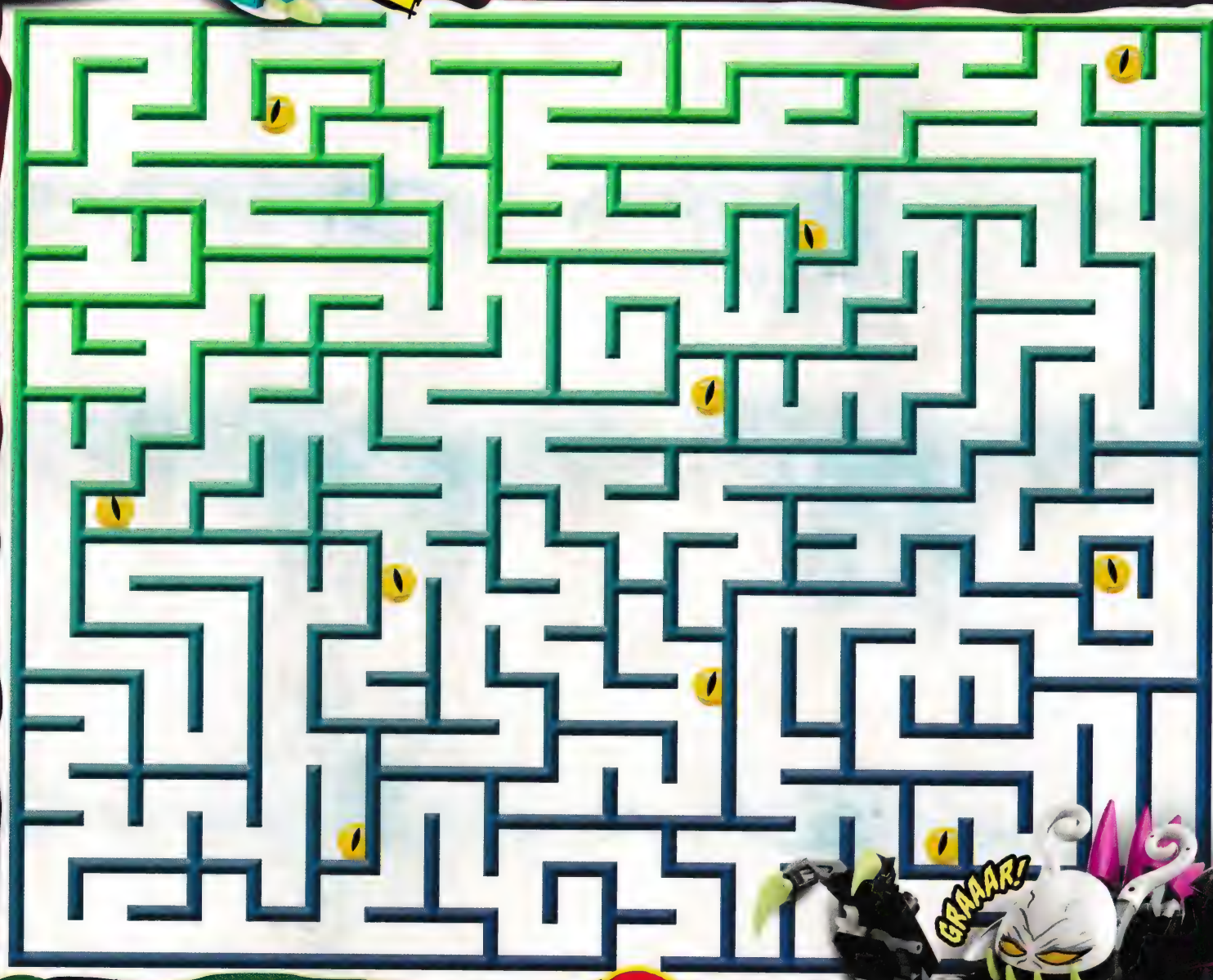


FLIGHT TO SAVE COOPER!



DID YOU KNOW?
Zoey has a strong connection to her Dream World companion Zian, who is a genuine dream creature.

Oh no! **Cooper** has been caught by a **GrimKeeper** and taken to the Grim Realm. Without wasting any time, **Zoey** summons an **imaginary creature** for help and races off to save Cooper, but the Grim Realm is tricky! Take a pencil and trace the **path** from start to finish. But **be careful** – the villains are watching. So avoid the **eyes**!



FINISH

BONUS TASK:

How many **eyes** are watching inside the labyrinth? Count them and enter the **total** here:



PSSTT!
DON'T TELL ANYONE!

FACTS

THE SECRETS OF THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

**FILE
NO. 1**



HERE'S WHAT
I FOUND OUT!

► HIS HEADQUARTERS!

The Nightmare King lives in the **Grim Realm** and has but one goal: To turn every **Dream Realm** into a **nightmare**! This file contains everything you should know about his **plans**, his **henchmen** and the best ways of **stopping** him. But make no mistake: This creepy tyrant has his eyes everywhere and never gives up!



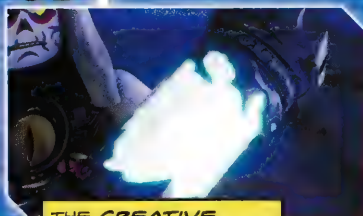
THE NIGHTMARE KING HIDES
INSIDE THIS **DARK FORTRESS**.



FROM HIS **THRONE**, HE HATCHES
OUT PLANS AND COMMANDS HIS
HENCHMEN.

► HIS EVIL PLAN!

To achieve his goal of conquering the Dream World, the Nightmare King captures **dreaming children** and siphons off their **creative energy**. He stores that energy inside **battery-like vessels**. The more energy he collects, the more powerful he becomes. That's why he is always on the lookout for **sleeping children**.



THE **CREATIVE
ENERGY** IS STORED
IN THESE **VESSELS**.



THE NIGHTMARE
KING HAS FILLED
A **WAREHOUSE**
WITH THE
CHILDREN'S
IMAGINATION.

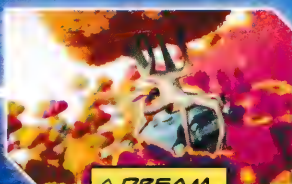


SWEET
DREAMS,
MY DEAR!

HAHAHAHAHA!

► HIS GRIM GOAL!

With sufficient **energy** and his army of **GrimSpawn**, the Nightmare King conquers Dream Realms one by one and turns them into **creepy mirror images** from the Grim Realm. GrimSpawn may be small, but they come in bunches and are not easy to get rid of.



A **DREAM
WORLD**
UNTIL...



... **GRIMSPAWN** GOT
THEIR HANDS ON IT.

THE NIGHTMARE KING

► HIS CREEPY COMPANIONS!

Dream Chasers aren't the only ones who can DreamCraft – the Nightmare King also has the ability to create whatever he wants. His **SharkyJaw Airship** and his **Pegasus** allow him to move around the Dream World quickly and freely.



HE USES HIS **SPEAR** TO KEEP AN EYE ON OUR HEROES.



LET'S GO!



► HIS HORRIBLE HENCHMEN!

The Nightmare King has other helpers besides the GrimSpawn. The **Night Hunter** is his right-hand man – a skilled archer with the crossbow, and commander of the GrimSpawn. The most hideous of these are the **GrimKeepers**. These walking prison monsters have but one thing in mind: to capture dreaming children. Then there are **Snivel**, **Sneak** and **Susan** – a trio of **GrimSpawn** who skulk, spy and snoop around everywhere.

NOBODY TRACKS DOWN DREAMERS BETTER THAN THE NIGHT HUNTER!



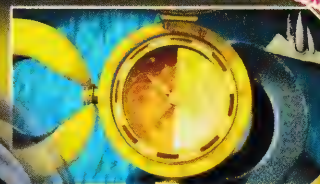
I'LL NAB ANY DREAM CHASER WHO GETS IN MY WAY!

WE CAN STOP THEM!

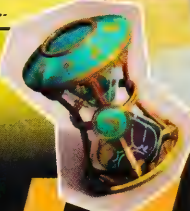
Dream Chasers are strong, too. Our **hourglasses** are our most important tool! They give us the ability to **DreamCraft**, which means we can create things from our imagination – from an awesome Crocodile Car to a super-mega laser cannon!

MY FRIEND MR OSWALD ALWAYS FINDS A WAY.

A DREAMCRAFTER'S **HOURLASS** IS A NIGHT BUREAU-DEVICE THAT HELPS THEM FOCUS THEIR **CREATIVITY AND CONCENTRATION**, MAKING THEIR **CRAFTING MORE POWERFUL**.



WHOOOSH!



ATTENTION, GRIMSPAWN!

PUZZLE

The Nightmare King wants to rearrange his GrimSpawn. Unlock your dark side and help him complete the tasks.

ALL GRIMSPAWN!



ALL TOGETHER!

On the left, you will see all the GrimSpawn and their numbers. They must be assigned to groups. Each of the groups on the right is missing one GrimSpawn. Enter the number of the missing baddie in the correct group.



ATTENTION,
HENCHMEN. REPORT
TO YOUR GROUPS!

ALL IN A ROW!

Enter the numbers (on the upper left) of the missing GrimSpawn to complete each row. Careful: Each baddie can appear **only once** in each row.



Answer on page 34.

FRUIT CHAOS!

In the Realm of Stacked Boxes, **Logan** has to find his way through the **fruit warehouse**. Along the way, he must collect four types of fruit in the **proper order** and then start with the first fruit again – the only way to get from the **start** to the **finish**. Guide him by following the **fruit chain**.

Fruit chain:



LET'S GET STARTED! I LOVE FRUIT SALAD!



FIND AND COUNT!

How many of each fruit do you see in the grid?

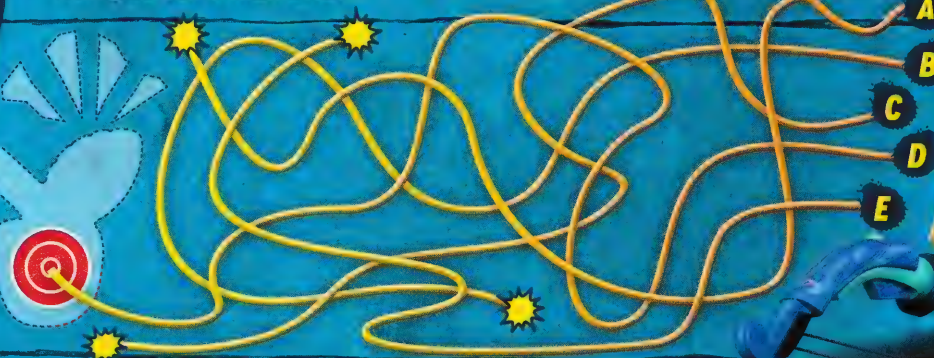








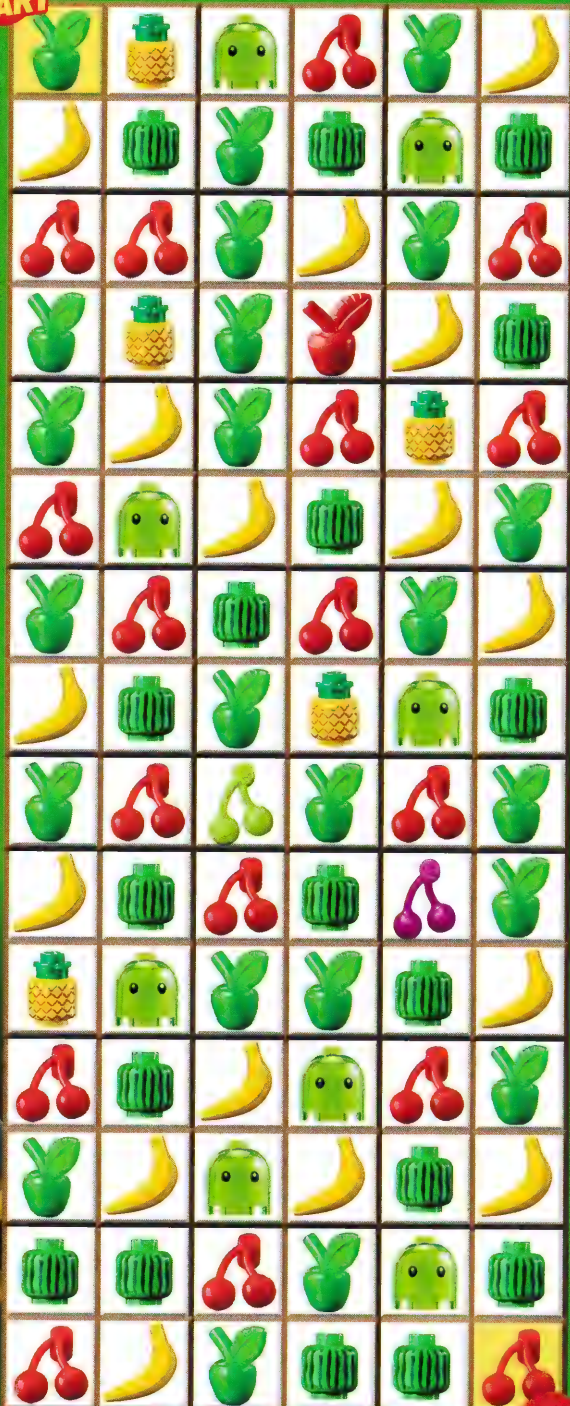
ARCHERY PRACTICE! Zoey is training her bow and arrow skills. She shoots five times at a red apple but only one arrow hits the mark. Can you tell which one?



HEY, MY TARGET IS MISSING. DO YOU SEE A **RED APPLE** IN THE GRID? CIRCLE IT!



START



FINISH

WIN! EPIC PRIZES!

JUST TELL US WHAT YOU THINK!

We'd really like your opinion if you are aged 5-16! Fill in our questionnaire, with a parent or guardian, and send it to us for a chance to win two cool LEGO® DREAMZzz™ sets!

Closing date: 29 November 2023!

ONE
WINNER

SEND YOUR SURVEY TO:

Complete the questionnaire with a parent or guardian and send it to:

LEGO DREAMZzz survey, FREEPOST RTCB-CRRB-AESR
Vineyard House, 44 Brook Green, London W6 0BR

Ask your parents or guardian for permission to enter.



FANTASTICAL
DREAMHOUSE



CROCODILE CAR
BUILDING SET

SURVEY

Remember to read the other side before cutting this out!

1. Please rate each part of the magazine.
(Use the grading system: 1 = bad, 6 = great)

1 2 3 4 5 6

Cover

Puzzles (e.g. page 32)

Games (e.g. page 26)

Facts & info (e.g. page 29)

Comics

Posters

Toy: Mateo + Z-Blob

The whole magazine:

2. How did you find out about
LEGO® DREAMZzz™ Magazine?

- ☐ At the newsagent
☐ TV spot/advert
☐ From friends
☐ Received as a gift

3. Will you read the next issue?
☐ Yes ☐ No ☐ Maybe

4. Have you read the following LEGO® Magazines?

LEGO® Avengers™

LEGO® Batman™

LEGO® City

LEGO® Jurassic World™

LEGO® Minecraft™

LEGO® NINJAGO®

LEGO® Spider-Man

LEGO® Star Wars™

5. Do you own any LEGO®
DREAMZzz™ toys?

- ☐ Yes ☐ No

6. How important to you is information about
new LEGO® DREAMZzz™ products?
(1 = not important, 5 = very important)

1 2 3 4 5

7. Have you ever watched the
LEGO® DREAMZzz™ TV series?

☐ Yes ☐ No ☐ Don't know it

8. Besides yourself, how many people will read this
issue of LEGO® DREAMZzz™ Magazine? (e.g. parents,
grandparents, friends...)

Enter the total here

9. How likely are you to recommend
this LEGO® product to others?
(0 = not likely, 10 = very likely)

0 1 2 3 4 5 6 7 8 9 10

LD 01

This section is to be filled in by your parent or legal guardian.

Age of the child Boy ☐ Girl ☐

Parent/Guardian's Email Address

PARENTAL PERMISSION

You must ask a parent or guardian for permission to take part.

☐ I agree the child under my care may send in this questionnaire and enter
the prize draw to win the LEGO® toy.

Parent/Guardian's Printed Name

Parent/Guardian's Signature

TERMS AND CONDITIONS: The promoter is Immediate Media Company London Limited, registered address Fourth Floor, Vineyard House, 44 Brook Green, London W6 7BT. Please make sure that we have your entries by 11.59pm on 29 November 2023. 1. Entrants must be between 5 and 16 years old. You need permission from your parent/guardian before you can enter the competition. 2. You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Immediate Media Company. 3. By entering the competition, you promise to us that you have read these rules and that you will follow them. 4. We can't include entries which arrive too late and we can't accept responsibility if your entry is lost. 5. One winner will be chosen at random from all the entries received on or before the closing date. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason why we can't give you exactly the same prize, we'll give you something just as good or better instead. 8. The winner will be contacted within 28 days of the closing date, either by telephone or email. Prize fulfillment will be within 28 days from the date we receive the winner's address details. 9. If we contact you to tell you that you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up or give it away in a future competition. Your details: We will use your name and any other details that you give us to run this competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name in the magazine or on our website, but we won't provide them to anyone else without your parent or guardian's permission. The surname and county of residence of the winner's parent will be available upon request by sending a stamped addressed envelope to The Insight team, Immediate Media Company, 44 Brook Green, London W6 7BT within two months of the closing date of the promotion. We'll contact the winner and give them the opportunity to object or limit the amount of information shared. The promotion is subject to the laws of England. Your details will be held in accordance with Immediate Media's privacy policy can be viewed here: www.immediate.co.uk/privacy-policy

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PREVIEW

COMING SOON!

SUPER TOY:

COOL GRIPPING CLAW!

I'LL LEAVE THOSE BADDIES IN TATTERS!

SUPER STRONG DRILL!

1 HEAD - 2 FACES:



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COOPER WITH ROBOT ARMS!

WITH ACTION, PUZZLES AND FACTS!



LEGO DREAMZZZ

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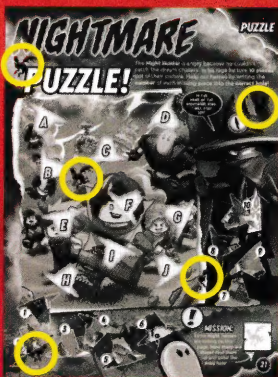
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ANSWERS:

PAGE 21 NIGHTMARE PUZZLE!

A9, B4, C3, D5, E10, F6, G2, H8, I1, J7

MISSION
5 Night Terrors (yellow circles)



PAGE 28 FLIGHT TO SAVE COOPER! (red line)

BONUS TASK
10 eyes



CHECK IT OUT!

PAGE 31 ALL TOGETHER!
A5, B2, C3, D1, E6, F4

ALL IN A ROW!



PAGE 32 FRUIT CHAOS! (blue line)

FIND AND COUNT!
5 x pineapples,
8 x Z-Blob,
1 x green grapes,
1 x red grapes

ARCHERY PRACTICE!
Arrow D,
red apple
(yellow circle)



LEGO® DREAMZZZ™ DOOR HANGERS!

CUT OUT THE DOOR HANGERS ALONG THE DOTTED LINES, THEN HANG THEM ON THE HANDLE OF YOUR DOOR TO SHOW YOUR HERO STATUS.

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